divided into to multiple playback data blocks; and (2) the playback data blocks are divided into multiple samples.

The applicant is grateful to the examiner for acknowledging that Ward does not disclose modifying a number of samples of a playback block to correct a temporal drift, and thus, that Ward fails to anticipate the features of claims 1, 10, and 17.[1]

However, Applicant wishes to explain how Soques also does not disclose or suggest modifying the number of samples within a playback block and thus how a combination of Ward and Soques also fails to disclose the invention of claims 1-23. Soques addresses the problem of signal transients and the resulting pops and clicks that occur when a signal is changed from one format to another (e.g., when an integrated circuit using a 16-bit signed format plays a data stream formatted to use 8-bit samples). See col. 1:14 – col. 2:20. To solve this problem, Soques discloses "modif[ying] the digital data samples from a first data format to a second data format." Col. 2:35 – 39; see also col. 10:30 – 35. However, through its disclosure of a process for modifying the format of samples, Soques does not disclose or suggest modifying the number of samples. Furthermore, even if Soques did disclose modifying a number of samples, Soques does not disclose or suggest modifying the number of samples within a playback block of a real-time electronic communication. Just as in Ward, Soques relates only to the modification of samples and not to the modification of samples within a playback block.

For at least this reason, applicants request withdrawal of the rejection of independent claims 1, 10, and 17 and their dependent claims 2-9, 11-16, and 18-23.

Enclosed is a $120 check for the Petition for Extension of Time fee. Please apply any other charges or credits to deposit account 06-1050, referencing Attorney Docket No. 06975-207001.

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[1] In Ward, a computer records a user's speech by sampling an analog voice signal at a rate of 8 kHz to create voice samples with a length of about 125 microseconds (i.e., the sample length is equal to the inverse of the sampling rate). Page 6, lines 1-2. A plurality of samples "are assembled into a frame or unit of samples", and "between about 80 and 320 samples are collected into a frame or unit of voice data representing between about 10 to 40 milliseconds of sound." Page 6, lines 4-6. The frames are received by a receiving computer and are stored in a buffer from which they are extracted for playback of the voice data. In some situations, Ward modifies the rate at which playback blocks (or "frames) are extracted from a buffer; but Ward does not describe or suggest modifying a number of samples of a playback data block passing through the receiving data buffer.

Respectfully submitted,

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